# JOINT FORCE
## E M P L O Y M E N T

**JOINT**

**CHIEFS OF STAFF**

## I N T E R A C T I V E   C D   R O M

CD-ROM
WINDOWS© 95/98

VERSION 2000

THE JOINT STAFF
WASHINGTON, DC
http://www.dtic.mil/doctrine

# JOINT FORCE EMPLOYMENT

# USER MANUAL

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For Technical Assistance Visit

http://www.dtic.mil/doctrine/jfe/

Call 1-877-535-6699

*(This number will be available until September 30, 2000)*

Designed and developed to enhance knowledge of Joint Doctrine within the United States Military.

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An electronic version of this manual can be accessed directly from the JFE CD-ROM. (JFEMAN.pdf)

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## EMPLOYMENT

## GENERAL INTRODUCTION

The **Joint Force Employment** (JFE) CD-ROM is a tool designed to present joint force doctrine in a remarkable and effective manner. By allowing the player to adopt the role of a joint force commander, doctrine principles are taught in a modern, multi-media format. Players may select from Tutorial Mode (a semi-interactive walk through), Doctrine Concept Scenarios Mode (either fully interactive or assisted missions), or Tunable Scenario Mode (scenarios and resources are adjustable). Players may access the interactive doctrine database (IDD) at any time to reference individual doctrine terms and principles.

# DISCLAIMER

JFE is software designed to enhance the user's awareness of joint doctrine employment concepts. This product uses the latest video game technology to provide users with ten unique mission scenarios. In addition, four of these scenarios are modifiable by the user. Each of these scenarios is set within the framework of the crisis action planning (CAP) system. Key joint doctrine employment concepts are highlighted by the gameplay in each scenario.

The user is placed in the role of a US joint force commander and is taken through the six phases of CAP for a particular crisis, introduced to the joint doctrine employment concepts in play in the scenario, and assigned a mission. It is not the intent of this simulation to faithfully replicate all tactical aspects of the battlespace. While the simulation plays at both the tactical and operational levels of war, descriptions and functioning of weapons systems and formations are notional; this simulation is intended to show how the use of key joint doctrine employment concepts enhances overall operational effectiveness. Most of these employment concepts involve operational-level decision making by the joint force commander.

For reasons of simplicity, simulation play focuses on the role of the US joint force commander. Other instruments of national power (diplomatic, economic, and informational) are discussed but not played.

A complete help system is provided that is accessible at all times and includes a complete interactive guide to all joint doctrine employment concepts contained in the simulation as well as assistance on how the simulation itself functions.

## SYSTEM REQUIREMENTS

Before installing JFE, PCs must meet the following requirements:

Intel PC (or compatible) Pentium 166MHz CPU
Windows 95/98 or NT
32MB of RAM
4x CD ROM
150MB of available hard drive space
150MB of vitual memory
Soundblaster (or compatible) sound card

## INSTALLING THE GAME

1) Insert the JFE disc into the CD-ROM drive (usually "D").

2) If the Auto Insert Notification feature is enabled for the CD-ROM drive, the installation will automatically start and installation will proceed to step three. If the feature is not enabled:

a) Select "Start" and then "Run" from the Windows task bar.
b) Type D:\setup (replace "D" with the drive letter of your CD-ROM)

3) Follow the instructions that appear on the screen.  If sufficient hard drive space (434MB) is available, use the full install feature for optimal performance. Otherwise use the compact install (300MB) feature.For a minimal install 150MB is required.

4) After installation is complete, the game may be run from the Start/ Programs/JFE menu item located in the Start Menu of the Windows task bar.

*(Note: If DirectX is not loaded on the machine, the install program will automatically install DirectX after prompting the user.)*

## UNINSTALLING THE GAME

To uninstall JFE:

1) Choose "Programs" from the Start menu
2) From "Programs," choose "JFE"
3) Choose "uninstall JFE" and follow the onscreen instructions

# GAME CONTROLS

All features of JFE can be controlled by the computer's mouse. By using the left mouse button to make all menu select options, select resources, and place resources, the player can rely entirely on the mouse for control.

The keyboard's spacebar can be used to skip through introduction features (intro movies, etc).

To move and place the small overview map anywhere on the screen, simply press and hold the right mouse button and drag the map to the desired position. Release the right mouse button when the desired location has been reached.

Additionally, keyboard "hotkeys" can be used at the player's discretion. These hotkeys can be configured in the "Gameplay Options Menu" to suit each individual player.

For a full list and instructions on game controls, see below.

## KEYBOARD CONTROLS

(*These keys are changeable in the Configuration Menu*)

| Key | Description of Use |
| --- | --- |
| Escape | Exit the Simulation |
| F1 | Pause the AI portion of the Simulation |
| L | Locate the current selected resource |
| F | Follow the current selected resource |
| T | Toggle the targeting list on/off |
| Ctrl-E | Execute the mission in the MPW |
| Alt-C | Clear the mission in the MPW |
| Page Down | Next Phase of the Mission Planning Window (MPW) |
| Page Up | Previous Phase of the MPW |
| Ctrl-V | Toggle the map view |
| Ctrl-O | Configuration Menu |
| A | Import Windows .wav sound file for attack |
| I | Import a Windows .wav music file for the non-action theme within the simulation |

# JOINT FORCE
## E M P L O Y M E N T

| Key | Description of Use |
|-----|--------------------|
| Ctrl-M | Toggle display of MPW mission lines on/off |
| Ctrl-R | Toggle display of radar ranges on/ off |
| Ctrl-I | Toggle IDD |
| Ctrl-H | Game Help |
| Ctrl-1 | Build Task Force #1 |
| Ctrl-2 | Build Task Force #2 |
| Ctrl-3 | Build Task Force #3 |
| Ctrl-4 | Build Task Force #4 |
| Ctrl-5 | Build Task Force #5 |
| Ctrl-6 | Build Task Force #6 |
| Ctrl-7 | Build Task Force #7 |
| Ctrl-8 | Build Task Force #8 |
| 1 | Select Task Force #1 |
| 2 | Select Task Force #2 |
| 3 | Select Task Force #3 |
| 4 | Select Task Force #4 |
| 5 | Select Task Force #5 |
| 6 | Select Task Force #6 |
| 7 | Select Task Force #7 |
| 8 | Select Task Force #8 |
| F12 | Toggles military symbol icons on/off |

*(The following keys are not changeable)*

| Key | Description of Use |
|-----|--------------------|
| Control | Press and hold to remove or add a resource from a task force. |
| Shift | Press and hold to create a multiple command list for task force or resource. |
| Alt | Press and hold to alternately move around the map. |

# OPTIONS

## GAME AREA OPTIONS

The game area consists of three controllable options.

A. **Game Speed** - This option controls the speed of the game play.
    1 Normal
    2 Slow
    3 Slower
    4 Slowest

B. **Doctrine** - This button will toggle doctrine messages ON and OFF during game play. This will also enable and disable phasing.

C. **Logistics** - This button enables and disables logistic play.

## GRAPHIC OPTIONS

Graphics options are designed to alter the balance between appearance and performance on slower or faster computers.

A. **Emit ID** - Turns ON and OFF ID circles and diamonds identifying forces.

B. **3D Shadows** - This option will toggle the 3D shadows ON and OFF.

C. **Lights** - This option will toggle the light sources ON and OFF.

D. **Trails** - This option will toggle the trails ON and OFF (dust, water, snow).

E. **Smoke -** This option will toggle smoke ON and OFF.

F. **Enhanced Graphics** - Toggles unit display enhancements ON and OFF.

G. **Enemy Color** - This option will set a color to identify enemy units.

H. **Friendly Color** - This option will set a color to identify friendly units.

I. **Window Size -** This option will adjust the play-window area.

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### AUDIO OPTIONS

The sound area consists of three options.

A. **Music** - This slider will adjust the volume of the music.

B. **Sound FX** - This slider will adjust the volume of the sound effects.

C. **Voiceover** - This slider will adjust the volume of voiceovers.

### HOTKEY OPTIONS

To assign a hotkey, hold the mouse over the action or hotkey; press the left mouse button to change, and enter the new key.

# GAME FEATURES



### MISSION PLANNING WINDOW

The Mission Planning Window (MPW) is located at the bottom center of the main simulation or game screen. It is the area that is graphically represented by two blocked out rows, with arrows at the ends of each row. The primary function of the MPW is to allow the user to pre-build missions using multiple resources to attack multiple targets simultaneously, effectively setting up joint fire operations. There can be up to 4 phases within a mission, where each phase is a separate joint operation. The second phase will not begin until the first phase is finished. The MPW can also be used for reconnoiter commands (See Walk Through).

## USING THE MPW

**Targets:**
You can select a target either from the target list (Pressing the "T" key), or by pressing the left mouse button while the cursor hovers over a potential target within the main simulation or game screen. Keeping the left mouse button pressed, drag the target into the targets row of the MPW and release the left mouse button. You can repeat the process to add more targets into the MPW.

**To change the current selected or highlighted MPW target**, press the left mouse button while the cursor is hovering over the desired target icon within the MPW targets row.

**To remove a target from the MPW** press the right mouse button while the cursor is hovering over the desired target icon within the MPW targets row.

**Resources:**

You can select a resource to attack or reconnoiter the targets that have already been placed into the MPW, either from the resource list or by pressing the left mouse button while the cursor hovers over a potential selectable resource.

Keeping the left mouse button pressed, drag the resource into the resources row of the MPW and release the left mouse button. You can repeat the process to add more resources into the MPW. The commands for the resources you place into the MPW will be applied towards the current selected or highlighted MPW target.

**To remove or re-select a resource from the MPW,** press the right mouse button while the cursor is hovering over the desired resource icon within the MPW resources row.

**To execute the mission**, press the left mouse button while the cursor is hovering over the GO graphic at the bottom of the main simulation or game play screen.

**To clear the mission**, press the left mouse button while the cursor is hovering over the CLEAR graphic at the bottom of the main simulation or game play screen.

**To change the mission phase**, press the left mouse button while the cursor is hovering over one of the phase arrows (UP or DOWN) graphics at the bottom of the main simulation or game play screen.

**Logistics:**

Using supply is the way that the simulation allows the user to get fuel, ammunition, and repair of individual units. Repair occurs whenever a damaged unit is re-supplied and that unit already has a full supply gauge.

The yellow status bar is shown whenever you hover over or select a unit, and displays the current supply status of that unit. The simulation has several methods of supply: (1) Forward supply area (FSA). Engineers can build these, providing that engineers have enough supplies to do so. (2) Supply caches. These are left in locations by supply units. (3) Direct supply. A supply unit can be commanded to supply another unit directly. There is also a method for deploying supplies to aircraft while the aircraft is currently engaged in flight or combat. Except for direct supply, all supplies are deployed via range. Units within range of a supply resource will automatically get re-supplied when the unit is low. Aircraft that are currently active and within the supply range of the Strato-Tanker (Air Supply unit) will be automatically re-supplied when needed.

Supply ranges are relative to the supply resource. An FSA has a much broader range of re-supply than a supply cache. The range of supply is indicated by a light blue circle; any unit within the circle will be automatically re-supplied when needed.

Setting up supply lines is relatively easy. There are several different delivery methods, including rotary (air to ground), truck (ground), air tanker (air to air), and landing craft unit (LCU) (ship to shore).
To use any of the delivery methods, simply select the supply graphic (functional area) located above the available resources, and all supply resources will be displayed. Select the resource desired, then select the method of delivery. If "Supply a Unit" is selected, the computer will expect players to select a unit to receive the supplies. If "Supply an Area" is selected, the computer will expect players to select the supply cache drop location.

The command will continue to repeat until the resource is reselected and "Quit Supply" is enabled. The supply resource draws supplies from either the ship, base, or supply cache nearest to, and within range of, the supply resource. Once the ship, base, or supply cache

has been emptied, the supply resource will stop and wait for more supplies to be delivered to the ship, base, or location of the supply cache.

In the military operations other than war (MOOTW) mission (Jungle Relief), using supply lines is essential. To execute the mission correctly players will need to set up supply lines to re-supply forces as well as supply the civilians with humanitarian aid (HA). The most effective way to set up these supply lines is as follows.

1. Select the LCU (sea supply) under the supply resources and select the "Supply Area" command. Select an area near the beach but out of the way of the lodging forces.

2. When available, select one of the supply trucks. Move the truck close to the LCU supply delivery area

3. When available, select the engineers and infantry. Move them to the location of the washed out bridge. Once the engineers have enough supplies, command them to build a new bridge. Be sure to use infantry to neutralize any hostile threats along the way.

4. When available, select the other supply trucks and move them to locations along the road to Santa Rica. Select the most open locations and spread them apart as evenly as possible. The idea is to set up a supply line that works like a relay system, supplying Santa Rica as quickly as possible without using all the supplies during transportation.

5. Select the first supply truck nearest the beach and command it to supply either the area closest to the next closest supply truck up the road, or supply the next closest unit itself.

6. Do the same with each of the trucks along the road—one truck supplies the next, etc.

7. Ultimately the last truck in the line will need to provide the engineers with the supplies needed to build a bridge and, once over the bridge, an FSA. Once the FSA is built the objectives have been completed, and the civilians will also be re-supplied . New supply resources and supplies are delivered from out of theater by building either an FSA or supply depot. All supplies delivered to FSAs or supply depots in the simulation are delivered via rotary.

## FORCE EDITOR

The Force Editor is accessed by selecting "Tunable Missions" from the main menu and selecting one of the four available tunable missions. Above the map graphic is a button that, when selected, will take the player to the Force Editor.

Once in the Force Editor players will be able to adjust the compliments of US and enemy forces for the selected mission. Any adjustments made may be saved by selecting the "save" button (or players may reload the default mission by selecting the "default" button) on the Force Editor menu. Any adjustments made must be saved in order to be applied to the mission.

The last mission file saved or loaded will be the one the simulator chooses to use once the play selection is made from the "Tunable Missions" main menu. Each item selected has a resource point cost associated to it; as players select resources, their value is deducted from the starting total.

To access further information about any resource, place the mouse cursor over that listed resource and press the right mouse button.

To add a new item to the map, select a resource from the list on the left side of the Force Editor display, move the icon to the desired location on the map, and press the left mouse button to place it down. While the item is selected players can use the left and right arrow keys on the keyboard to adjust the resource's initial orientation. An instruction message will flash on the lower left of the display with information as to what type of terrain or placement location is needed for the current selected resource.

To **select an item** already on the map, move the mouse cursor over a resource icon on the map and press the left mouse button.

To **remove an item** already on the map, move the mouse cursor over a resource icon on the map and press the right mouse button.

To **remove the current selected resource**, press the right mouse button.

To **select enemy or friendly resources**, move the cursor over the "Enemy/Friendly" button on the bottom left of the display and press the left mouse button.

To **exit without saving**, either press "escape" or move the cursor over the "exit" button and press the left mouse button.

If you wish to transfer these files to another computer, or send them to another user, the files can be copied to other computers or attached to E-Mail via any usual windows/Dos compatible methods. The files can be identified by the .MMS extension (filename.MMS).

# RUNNING THE GAME

To play JFE, insert the JFE CD-ROM in the drive. If "Auto Run" is enabled, the game will start automatically. If not, either place the mouse pointer over the JFE desktop icon and double click the left mouse button or select "Start" from the Windows taskbar and select JFE from the Programs menu.

## MODES OF PLAY

At the main menu screen, the player has three selection options:

1) **Tutorial Mode**:

By selecting "Tutorial" mode, the player can view a computer-aided walk-through of the game and its operation. The player will be shown general game features, keyboard and mouse operations, and how the doctrine is highlighted and utilized within the gameplay. At points during the tutorial the player may be asked to make selections to aid instruction, or the player may opt to allow the computer to automatically complete the walk-through.

2) **Doctrine Concept Scenarios Mode**:

In "Doctrine Concept Scenarios" mode, the player has the option to play 10 game levels in random order. In each level, the player is given the option to either select from multiple-choice pop-up menus or take complete control of friendly forces throughout the level. By utilizing proper doctrine implementation the player can achieve a high score in each level. Throughout all the levels, the player is given assistance regarding doctrine principles via pop-up menu screens where appropriate.

3) **Tunable Scenarios Mode**:

"Tunable Scenarios" mode allows the player to select at random from four level designs. Each level has default settings, and the player may either play these levels with the default settings or opt to edit both friendly and enemy resources within the level, save these settings, and play a particular level in this mode. This feature is ideal for experimenting with various battle scenarios to test different doctrine implementations.

### INTERACTIVE DOCTRINE DATABASE (IDD)

Throughout the game, the player has access to the IDD. Whenever the player needs to research doctrine principles he or she can simply reference the IDD and browse through each article presented in visual form with appropriate narration.

### USER LOG-IN:

The User Log-in feature is an option only for multiple users sharing a single computer station.

JFE has a "User Log-in" feature located at the main menu screen. This feature allows multiple users to share the same game and yet still keep track of their individual progress and scores at all times.
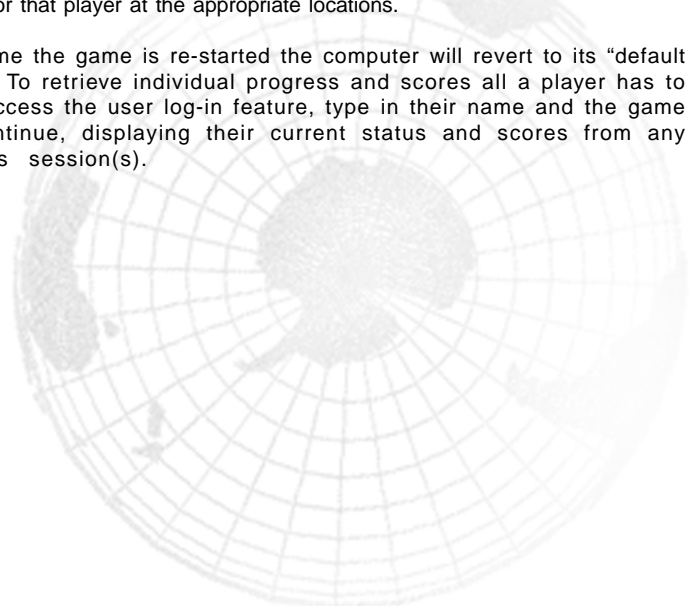
When the game begins the computer uses a default user mode. The game can be played in this mode by a single player and his/her progress and scores will be displayed the next time the game is started.

If however there are multiple users of JFE on a single computer system, each user will want to retain and recall their individual progress and scores for future use and reference.

When multiple users are sharing a single computer system, each user should access the "User Log-in" button located on the main menu screen by placing the mouse cursor over the user log-in button and clicking the left mouse button. This will take the user to a screen where they can enter their name. Once this name has been entered the game will proceed and display any previous progress or scores for that player at the appropriate locations.

Each time the game is re-started the computer will revert to its "default mode." To retrieve individual progress and scores all a player has to do is access the user log-in feature, type in their name and the game will continue, displaying their current status and scores from any previous session(s).

# PACKAGES AND RESOURCES

Packages are a pre-defined collection of forces.  For example, the "Heavy Bomber" package contains all heavy bombers and their resources. Some of the packages even contain computer-controlled wingmen, air defense, or other such forces. These will be denoted as "AIC", or "artificial intelligence controlled".

Below are descriptions of packages and resources and their uses, with appropriate identifying icons.
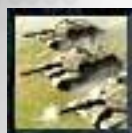
**1. Package Icon**

**2. Friendly Military Icon**
**3. Enemy Military Icon**

1

2    3
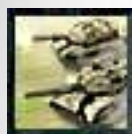
| **Package Name**: | Heavy Tank |
| **Package Type**: | LAND |
| **Package Description**: | Tanks combined with artillery and air defense |

| **Package Name**: | Light Tank |
| **Package Type**: | LAND |
| **Package Description**: | Tanks combined with artillery and air defense |

| **Package Name**: | Tank |
| **Package Type**: | LAND |
| **Package Description**: | Tanks only.  Very mobile, but vulnerable to air attacks. |

| **Package Name**: | Army Mechanized Infantry |
| **Package Type**: | LAND |
| **Package Description**: | Army infantry with transport and protection. Use in areas with restricted fire  where collateral  damage should be minimized. |

**Package Name**:        Marine Mechanized Infantry
**Package Type**:        LAND
**Package Description**:        Marine infantry with amphibious assault vehicle (AAV) transport.   Use in amphibious assault.

**Package Name**:        Cavalry Scouts
**Package Type**:        LAND
**Package Description**:        Use primarily as decoy fire team to get the enemy to show themselves.

**Package Name**:        Artillery
**Package Type**:        LAND
**Package Description**:        Long range assault on ground targets.

**Package Name**:        Mobile Defense
**Package Type**:        LAND
**Package Description**:        Deploy to area and maintain perimeter defenses.  Defends against air and ground assaults.

**Package Name**:        Air Defense
**Package Type**:        LAND
**Package Description**:        Guided surface-to-air missiles.

**Package Name**:        Mobile Air Defense
**Package Type**:        LAND
**Package Description**:        Short range surface-to-air. Effective on low and close-flying aircraft.

**Package Name**:        Fixed Artillery
**Package Type**:        LAND
**Package Description**:    Long-range fixed artillery. Towed resource; not very mobile.
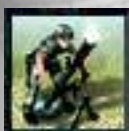


**Package Name**:        Mortar Fire Team
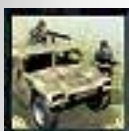**Package Type**:        LAND
**Package Description**:    Short-range fixed artillery. Mortar manned by infantry. Easily neutralized once detected.



**Package Name**:        Infantry
**Package Type**:        LAND
**Package Description**:    Basic small arms infantry. Transported by amphibious transport.



**Package Name**:        Small Arms
**Package Type**:        LAND
**Package Description**:    Basic small arms infantry. Transported by light vehicles.



**Package Name**:        Ground Troops
**Package Type**:        LAND
**Package Description**:    Basic infantry (ground pounders).



**Package Name**:        Demolition
**Package Type**:        LAND
**Package Description**:    Used for constructing and destroying barriers, clearing minefields.



**Package Name**:        Engineers
**Package Type**:        LAND
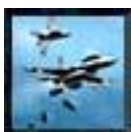**Package Description**:    Builders of resources.

**Package Name**: Heavy Bomber
**Package Type**: AIR
**Package Description**: High-altitude carpet bomber. Drops high-yield, low-ordinance.



**Package Name**: Light Bomber
**Package Type**: AIR
**Package Description**: Medium-altitude bomber. Drops medium-yield, high-accuracy ordinance.



**Package Name**: Air Strike
**Package Type**: AIR
**Package Description**: Medium-altitude fighter. Fires medium-yield, high-accuracy ordinance.



**Package Name**: Quick Strike
**Package Type**: AIR
**Package Description**: Low-altitude, fast fighter. Fires medium-yield, high-accuracy ordinance.



**Package Name**: Deep Strike
**Package Type**: AIR
**Package Description**: High-altitude fighter and bomber. Fires or drops medium-yield, high-accuracy ordinance.
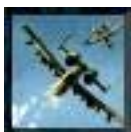


**Package Name**: FWNG Ground Support
**Package Type**: AIR
**Package Description**: Low-altitude plane, firing multiple rounds of anti-armor ordinance.



**Package Name**: RTRY Ground Support
**Package Type**: AIR
**Package Description**: Low-altitude helicopter firing anti-armor ordinance.
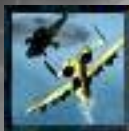
**Package Name**:      FWR Ground Support
**Package Type**:      AIR
**Package Description**:      Low-altitude plane, firing multiple rounds of anti-armor ordinance. Combined with helicopter gun support.

**Package Name**:      Marine Air Assault
**Package Type**:      AIR
**Package Description**:      Low-altitude fighter, firing medium-yield, high-accuracy ordinance. Vertical takeoff and landing; can land almost anywhere.

**Package Name**:      Airborne
**Package Type**:      AIR
**Package Description**:      Paratrooper drop. Primarily used to drop ground resources behind enemy lines.

**Package Name**:      Stealth Heavy Bomber
**Package Type**:      AIR
**Package Description**:      High-altitude carpet bomber with stealth technology. Drops high-yield, low-accuracy ordinance.
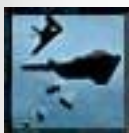
**Package Name**:      Stealth Light Bomber
**Package Type**:      AIR
**Package Description**:      Medium-altitude bomber with stealth technology. Drops medium-yield, high-accuracy ordinance.
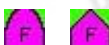
**Package Name**:      Stealth Strike
**Package Type**:      AIR
**Package Description**:      Medium-altitude fighter with stealth technology. Fires medium-yield, high-accuracy ordinance.

**Package Name**: Long Range Detection
**Package Type**: AIR
**Package Description**: High-altitude, high-range radar detection. Used to locate enemy forces. Sends fighters on sorties once targets are detected.



**Package Name**: Short Range Detection
**Package Type**: AIR
**Package Description**: Medium-altitude, low-range radar detection. Used to locate enemy forces; sends fighters on sorties once targets are detected.
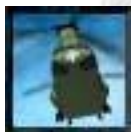


**Package Name**: Pickup And Rescue
**Package Type**: AIR
**Package Description**: Used to collect and transport equipment and personnel.



**Package Name**: Transport Plane
**Package Type**: AIR
**Package Description**: Force Transport.



**Package Name**: Carrier
**Package Type**: SEA
**Package Description**: Sea-based defensive and offensive forces.



**Package Name**: Destroyer
**Package Type**: SEA
**Package Description**: Sea-based defensive and offensive force. Cruise missile capabilities, anti-sub resources.

**Package Name**: Cruiser
**Package Type**: SEA
**Package Description**: Sea-based defensive and offensive force. Cruise missile capabilities.

**Package Name**: Submarine
**Package Type**: SEA
**Package Description**: Sea-based defensive and offensive force. Cruise missile capabilities.

**Package Name**: LHD (general purpose amphibious assault ship w/ internal dock)
**Package Type**: SEA
**Package Description**: Sea-based defensive and offensive force. Amphibious assault and supply resources.

**Package Name**: LPD (amphibious transport dock)
**Package Type**: SEA
**Package Description**: Sea-based defensive and offensive force. Amphibious assault and supply resources.

**Package Name**: LSD (landing ship dock)
**Package Type**: SEA
**Package Description**: Sea-based defensive and offensive force. Amphibious assault and supply resources.

**Package Name**: Gunboat Support
**Package Type**: SEA
**Package Description**: Sea-based, close proximity offensive and defense support.

**Package Name**: Hovercraft
**Package Type**: SEA
**Package Description**: Sea-based force transport.

**Package Name**: Maritime Pre-positioning Force (MPF) Transport
**Package Type**: SEA
**Package Description**: Maritime force transport. Full complement of ground force equipment and supplies on board.



**Package Name**: LCU Transport Package
**Package Type**: SEA
**Package Description**: Sea-based MPF ship-to-shore equipment transport. Attached to MPF transport.



**Package Name**: Special Ops Recon
**Package Type**: SPECOPS
**Package Description**: Special operations reconnaissance team. Transported by assault raft; specialists in gathering information.



**Package Name**: Special Ops Assault
**Package Type**: SPECOPS
**Package Description**: Special operations fire team. Transported by assault raft; specialists in assault tactics.



**Package Name**: Special Ops Air Recon
**Package Type**: SPECOPS
**Package Description**: Special operations reconnaissance team. Transported by helicopter; specialists in gathering information.



**Package Name**: Special Ops Air Assault
**Package Type**: SPECOPS
**Package Description**: Special operations fire team. Transported by helicopter; specialists in assault tactics.



**Package Name**: Cruise Missile
**Package Type**: SEA
**Package Description**: High-accuracy, high-yield cruise missile.

# JOINT FORCE
# EMPLOYMENT



**Package Name**: Satellite
**Package Type**: SPECOPS
**Package Description**: Used for identifying enemy locations and key targets.



**Package Name**: JTAGS
**Package Type**: SPECOPS
**Package Description**: Used for identifying enemy locations and key targets.



**Package Name**: Ground Supply
**Package Type**: SUPPLY
**Package Description**: Collects and transports supplies to units and bases.
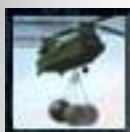


**Package Name**: RTRY Supply
**Package Type**: SUPPLY
**Package Description**: Collects and transports supplies to units and bases.
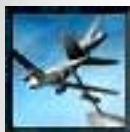


**Package Name**: Air Supply
**Package Type**: SUPPLY
**Package Description**: Supply aircraft while in the air.



**Package Name**: Sea Supply
**Package Type**: SUPPLY
**Package Description**: Delivers supplies ashore

**Special Unit Name**: T-80-3
**Special Unit Type**: LAND
**Special Unit Description**: Tank



**Special Unit Name**: S3
**Special Unit Type**: AIR
**Special Unit Description**: FWNG submarine hunter



**Special Unit Name**: Mine Drop
**Special Unit Type**: AIR
**Special Unit Description**: FWNG drop mines



**Special Unit Name**: PSYOP
(Psychological
Operations)
**Special Unit Type**: AIR
**Special Unit Description**: FWNG drop propaganda



**Special Unit Name**: EA6B-PROWLER
**Special Unit Type**: AIR
**Special Unit Description**: Electronic warfare



**Special Unit Name**: Apache-2
**Special Unit Type**: AIR
**Special Unit Description**: RTRY submarine hunter



**Special Unit Name**: CH53
**Special Unit Type**: AIR
**Special Unit Description**: Air utility

# SCENARIO OVERVIEWS

There are ten independent, playable scenarios contained on the JFE CD ROM. These scenarios cover a variety of doctrine concepts over a broad range of military operations. Below is a brief description of each scenario with accompanying map and doctrine concepts covered.

### OPERATION "RYUDABI RESCUE"
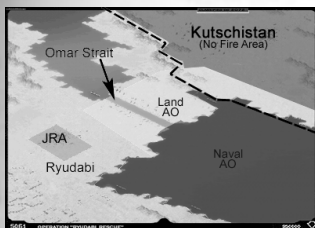
Use in-theater naval forces and deploy ground and air forces to defend Ryudabi against further attack. Once sufficient forces are in the operational area, initiate offensive ground and air operations to force Kutschistani forces to withdraw to pre-invasion borders.

Doctrine Concepts:        Air Superiority
                          Centers of Gravity
                          Fires Employment
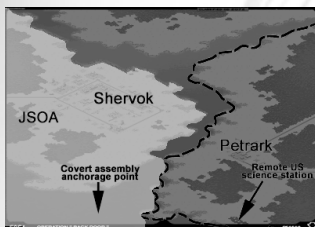
### OPERATION "BACKDOOR"

Deploy special operations forces into the operational area and use them to covertly reconnoiter suspected bio-weapons laboratory locations. Once the bio-weapons lab is identified, destroy it with cruise missiles from in-theater naval forces.

Doctrine Concepts:        Special Operations Forces Employment
                          Public Affairs
                          Fires Employment
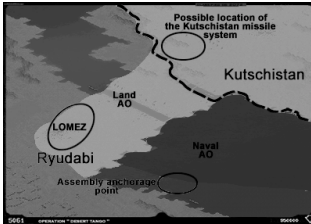
## Operation "Desert Tango"



Deploy joint theater missile defense forces and associated force protection to Ryudabi to defend against Kutschistani missile attack. Deploy follow-on forces to conduct counterair operations against Kutschistan to locate and destroy or neutralize missile attack capability.

Doctrine Concepts:
Air Superiority
Air Defense
Space Operations Employment
Centers of Gravity
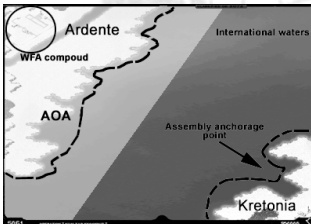
## Operation "Nuclear Knockout"



Employ continental US-based long-range bombers supported by in-theater assets to destroy missile and launch capability of the World Freedom Army (WFA). Employ in-theater surface and air assets to conduct a forcible entry into Ardente, then destroy the WFA's nuclear weapon production capability.

Doctrine Concepts:
Fires Employment
Air Superiority
Forcible Entry
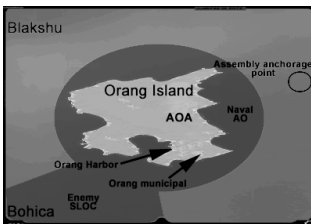
## Operation "Eastern Sky"



Deploy a naval task force into the joint operations area to achieve air and maritime superiority in vicinity of Orang Island and waters between Orang Island and Bohica. Once attained, seize control of Orang Island through forcible entry, then maintain a secure basing area.

Doctrine Concepts:
Forcible Entry
Interdiction
Air Superiority

**26**
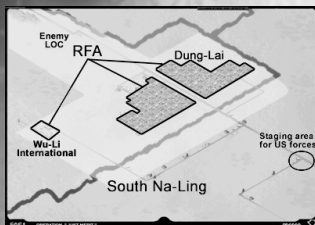
## OPERATION "JUST MERIT"

Conduct a forcible entry into S. Na-Ling to seize control of the S. Na-Ling airport and capitol, forcibly evicting N. Na-Ling forces. Prevent further reinforcement of forces from N. Na-Ling.

Doctrine Concepts:         Air Superiority
                           Barriers, Obstacles & Mines
                           PSYOP
                           Operational Maneuver
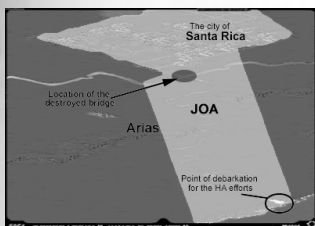


## OPERATION "JUNGLE RELIEF"

Deploy joint forces to Areas capable of delivering foreign humanitarian assistance by surface means to the city of Santa Rica and vicinity, while providing robust force protection.

Doctrine Concepts:         Force Protection
                           Rules of Engagement
                           MOOTW
                           Foreign Humanitarian Assistance
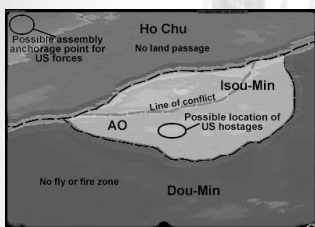


## OPERATION "ISOU-MIN"

Covertly deploy and employ special operations forces to rescue American hostages in Isou-Min. Deploy joint force to Isou-Min and protect Isou-Min from rebel overthrow through defensive and offensive action. Secure borders of both Isou-Min and Dou-Min and Dou-Min and Ho-Chu to eliminate Dou-Min reinforcement or attack.

Doctrine Concepts:         Air Superiority
                           Operational Maneuver
                           Special Operations Forces Employment
                           Rules of Engagement

**27**
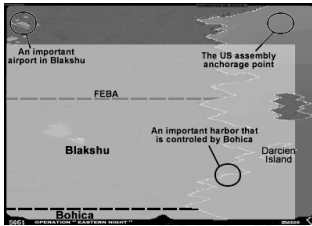
## Operation "Eastern Nightfall"

Using Orang Island as a forward operating base, achieve air and maritime superiority in Blakshu and surrounding waters. Once attained, deploy ground forces into Blakshu and use joint forces to halt the Bohican advance, then expel Bohican forces from Blakshu territory.

Doctrine Concepts:            Air Superiority
Operational Maneuver
Military Deception
Information Operations
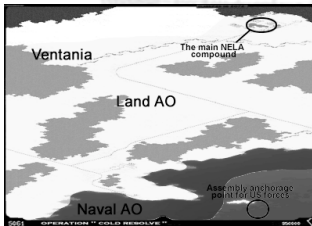


## Operation "Cold Resolve"

Deploy joint forces into the operational area. Achieve air superiority and secure an operating base in Ventania. Re-supply Ventanian military and form a multinational task force to conduct offensive operations against NELA forces. Assist the Ventanian government in supplying foreign humanitarian assistance.

Doctrine Concepts:            Air Superiority
Nation Assistance
Multinational Operations
Foreign Humanitarian Assistance
Military Deception

# CONCEPTS OF THE INTERACTIVE DOCTRINE DATABASE

## 1. EMPLOYING SPECIAL OPERATIONS FORCES

Special operations (SO) are operations conducted across the range of military operations by specially organized, trained, and equipped military and paramilitary forces to achieve military, political, economic, or informational objectives by unconventional military means in hostile, denied, or politically sensitive areas. Joint force commanders (JFCs) must be familiar with **considerations** and **mission planning requirements** of SO.

## 2. USE OF INFORMATION OPERATIONS

Increasingly complex information systems are being integrated into warfighting; broad access to, and use of, these information systems enhances warfighting. However, this accessibility induces vulnerabilities of penetration and dependence. Information operations (IO) involve both penetrating the enemy's information systems and protecting friendly systems from similar invasion. **Legal considerations** and **offensive** and **defensive IO principles** will factor into planning IO.

## 3. DESIGNATING A JFACC OR JRAC

The JFC will normally designate a joint force air component commander (JFACC) to exploit the capabilities of joint air operations. (In cases where a JFACC is not designated, the JFC may plan, direct, and control joint air operations.) Military personnel should be familiar with **JFACC designation factors, authority and command relationships,** and **responsibilities.**

A joint rear area (JRA) is a specific land area (varying in size) within a JFC's operational area designated by the JFC to facilitate protection and operation of installations and forces supporting the joint force. Concurrent with the designation of a JRA, the geographic combatant commander or subordinate JFC normally designates a JRA coordinator (JRAC), responsible for coordinating and maintaining the overall security of the JRA as directed by the JFC. When designating a JRAC, the JFC should be familiar with the **factors** and **responsibilities** to be considered.

## 4. Establishing Air Superiority / Supremacy

Air superiority delivers a fundamental benefit to the joint force. It prevents adversaries from interfering with operations of air, space, or surface forces and assures freedom of action and movement. **Control of the air** is a critical enabler for the joint force because it allows US forces both freedom from attack and freedom to attack. Air superiority is achieved through the counterair mission, which integrates both **offensive** and **defensive counterair** operations from all components to counter the air and missile threat.

## 5. Conducting Intelligence Operations

Intelligence operations are the wide-ranging activities conducted by intelligence staffs and organizations for the purpose of providing the commanders with relevant, accurate, and timely intelligence. Effective intelligence operations enable JFCs at all levels to apply their available forces wisely, efficiently, and effectively. Intelligence operations are characterized by centralized planning and decentralized execution. JFCs should keep in mind **mission planning and execution considerations,** functions of **operational intelligence operations**, and **major intelligence tasks** when planning intelligence operations.

## 6. Employing Space Forces

Space forces provide: a means to exploit and control space to assist in the successful execution of national security strategy, national military strategy, and joint force operations; force multipliers that sustain an effective level of defensive capability as overall US military force structure is downsized and restructured; global coverage; and the potential for real-time and near-real-time support. JFCs should be familiar with **US Space Command capabilities**, their **supported missions,** and the responsibilities of the **supported commander** as well as **space support teams.**

## 7. Conducting Crisis Action Planning

CAP begins when a significant incident or event is reported to an appropriate government agency and ends when the crisis is resolved or forces are withdrawn. CAP is based on current events and conducted in time-sensitive situations and emergencies using assigned, attached, and allocated forces and resources. Familiarity with **CAP requirements** and the **CAP process** is necessary for effective planning.

### 8. Conducting Public Affairs Operations

The mission of joint public affairs (PA) is to expedite the flow of accurate and timely information about the activities of US joint forces to the public and military audience. Information given to news media representatives must be consistent with national and operations security and must respect the privacy of the members of the force. JFCs and their staff must be familiar with **PA fundamentals, organization,** and **planning and operation** for effective mission tasking.

### 9. Identifying Centers of Gravity and Decisive Points

**Centers of gravity** (COGs) are those characteristics, capabilities, or locations from which a military force derives its freedom of action, physical strength, or will to fight. At the strategic level, COGs might include a military force, an alliance, national will or public support, a set of critical capabilities or functions, or national strategy itself.

By correctly identifying and controlling **decisive points**, a commander can gain a marked advantage over the enemy and greatly influence the outcome of an action. Decisive points are usually geographic in nature, such as a constricted sea-lane, a hill, a town, or an air base. They could also include other elements such as command posts, critical boundaries, airspace, or a communications node. **Decisive points are not COGs; they are keys to attacking protected COGs.**

### 10. Conducting Force Protection Operations

Force protection is a security program designed to protect Service members, civilian employees, family members, facilities, and equipment in all locations and situations, accomplished through planned and integrated application of combating terrorism, physical security, operations security, and personal protective services and supported by intelligence, counterintelligence, law enforcement, and other security programs. Familiarity with **force protection features** and **considerations** is necessary in conducting these operations.

### 11. Establishing Rules of Engagement

Rules of engagement (ROE) are the rules that govern when, where, against whom, and how force can be used and are particular to each individual situation. Standing rules of engagement (SROE) are the primary means by which the National Command Authorities can provide guidance to US forces in peacetime for handling the use of force

during crises and in wartime to help control the level of hostilities. ROE may be used to control the use of force in three main areas: force protection, mission accomplishment, or armed conflict. They generally provide guidance on and impose limitations on the use of force by commanders and individuals based on military, political, and legal considerations. Commanders should be aware of the particular **considerations** applicable to ROE and SROE.

## 12. ESTABLISHING AND OPERATING A JOINT TARGETING AND COORDINATION BOARD

Targeting, the process of selecting targets and matching the appropriate response to them, occurs at all levels of command within a joint force and is performed at all levels. Targeting operations involve numerous considerations; the desired endstate, political aims, priorities, and weight of effort required. It also is a continuous cycle of seven steps: guidance and priorities; identification of requirements; prioritization; acquisition; attack; assessment; and continuing guidance. Considering the complicated nature of the target process, a JFC may typically establish a joint targeting coordination board (JTCB) to accomplish these broad targeting oversight functions. JFCs should be familiar with **JTCB considerations** as well as **key targeting planning considerations.**

## 13. CONDUCTING AIR DEFENSE OPERATIONS

Defensive measures designed to detect, identify, intercept, and destroy or negate enemy air and missile forces attempting to attack or penetrate the friendly air environment are termed defensive counterair (DCA) operations. DCA operations may be either **active** or **passive** and are subject to the weapons control procedures and measures of the **area air defense commander** established by the JFC. The overall DCA effort should be centrally planned and integrate forces and capabilities from all components. Execution of air defense operations requires continuous surveillance of the theater and/or joint operations area (JOA). Commanders should keep in mind the different **factors** to be considered in employing DCA.

## 14. CONDUCTING AIRSPACE CONTROL OPERATIONS

Airspace control increases combat effectiveness by promoting the safe, efficient, and flexible use of airspace with a minimum of restraint placed upon the friendly airspace users, and includes coordinating, integrating, and

regulating airspace to increase operational effectiveness. Military personnel should be familiar with the **fundamental considerations** and **basic principles** of airspace control operations, as well as the **responsibilities of the airspace control authority.**

## 15. CONDUCTING FORCIBLE ENTRY OPERATIONS

Forcible entry involves seizing and holding a military lodgment in the face of armed opposition. Forcible entry operations can strike directly at enemy COGs, open new avenues for military operations, and horizontally escalate the operation, exceeding the enemy's capability to respond. They are normally joint operations and may include airborne, amphibious, and air assault operations or any combination thereof. Military personnel should be familiar with the **requirements**, **support**, and **sustainment** of forcible entry operations as well as the part that **special operations forces** may play.

## 16. MAKING AIR APPORTIONMENT DECISIONS

Air apportionment is the determination and assignment of the total expected effort by percentage and/or priority that should be devoted to the various air operations and/or geographic areas for a given period of time. This is determined by the JFC in consultation with component commanders and is based on the assigned objectives and the concept of operations, and ensures that the weight of the JFACC air effort is consistent with campaign phases and objectives. The JFC should be aware of the **apportionment elements** and **process.**

## 17. ARRANGING OPERATIONS WITHIN THE THEATER

JFCs must determine the best arrangement of major operations. This arrangement will often be a combination of simultaneous and sequential operations to achieve the desired end state conditions quickly with the least cost to personnel and other resources. Commanders consider a variety of factors when determining this arrangement, including geography of the operational area, available strategic lift, change in command structure, logistic buildup and consumption rates, enemy reinforcement capabilities, and public opinion. Thinking about the best arrangement and planning careful **phases** helps determine tempo of activities in time and space.

The dynamic nature of modern warfare complicates these decisions. Rapidly changing enemy positions may cause the commander to alter planned arrangements of operations even as forces are deploying. A commander's chosen arrangement should not foreclose future operations, utilizing **branches** and **sequels.**

### 18.  EMPLOYING MILITARY DECEPTION OPERATIONS

Military deception targets adversary decision makers through intelligence collection, analysis, and dissemination systems. This deception requires a thorough knowledge of opponents and their decision making process. Military deception is focused on production of desired enemy behavior rather than simply to mislead enemy thinking. Commanders should be aware of the **planning structure**, **support,** and **costs** of employing military deception.

### 19.  EMPLOYING PSYCHOLOGICAL OPERATIONS

Psychological Operations (PSYOP) are planned operations to convey selected information and indicators to foreign audiences, and are designed to influence emotions, motives, reasoning, and ultimately, the behavior of foreign governments, organizations, groups, and individuals. PSYOP have **strategic, operational,** and **tactical** applications, and may be used to support military deception operations.

### 20.  ORGANIZATION OF AN OPERATIONAL AREA (ORGANIZE THE BATTLEFIELD)

To assist in the coordination and deconfliction of joint action, JFCs may define operational areas or joint areas. The size of these areas and the types of forces employed within them depend on the scope and nature of the crisis and the projected duration of the operations. For operations somewhat limited in scope and duration, geographic combatant commanders can employ the following operational areas:  **joint operations area**, **joint special operations area**, **joint rear area**, **amphibious objective area, area of operations,** and **area of interest.** When warranted, geographic combatant commanders may designate **theaters of war** and subordinate **theaters of operations** for each major threat. Geographic combatant commanders may elect to directly control operations in the theater of war or theater of operations, or may establish subordinate joint forces for that purpose, allowing themselves to remain focused on the broader theater. They may also establish **combat and communications zones**.

### 21. CONTROL AND COORDINATING MEASURES (BOUNDARIES AND FIRE SUPPORT COORDINATION MEASURES)

JFCs employ various maneuver, movement control, and **fire support coordinating measures** (especially **fire support coordination lines**) to

facilitate effective joint operations. These measures include **boundaries**, phase lines, objectives, coordinating altitudes to deconflict air operations, air defense areas, amphibious objective areas, submarine operating patrol areas, and minefields.

## 22. CONDUCT INTERDICTION OPERATIONS

Interdiction is an action taken to divert, disrupt, delay, or destroy the enemy's surface military potential before it can be used effectively against friendly forces. Effective interdiction may channel the enemy's movements, constrict the enemy's logistic system, and force time-urgent movement upon the enemy. Joint interdiction operations are those interdiction operations conducted in support of theater- and/or JOA-wide priorities or interdiction operations conducted between supported and supporting components. Doctrine for joint interdiction operations can be applied across the range of military operations and from all environments, but care should be taken to ensure that the interdiction operation is tailored to the particular operational situation. JFCs should be familiar with the following: **interdiction-capable forces; types of attack;** and **interdiction targets and objectives.** It is important to bear in mind that the **objective** determines whether an operation or mission is interdiction, not the target type or weapon used.

## 23. CONDUCT OPERATIONAL MANEUVER

Maneuver is the means of concentrating forces at decisive points to achieve surprise, psychological shock, and physical momentum. Maneuver may also exploit the effects of massed and/or precision firepower or weapons of mass destruction. The principal purpose of maneuver is to gain positional advantage relative to enemy COGs in order to control or destroy those COGs. The focus of maneuver is to render opponents incapable of resisting by shattering their morale and physical cohesion rather than destroying them physically (JFCs should consider the contribution of Special Operations in attaining positional advantage). JFCs should be familiar with the types of **maneuver** and the vital part that **fires** play in achieving dominant maneuver.

## 24. EMPLOY BARRIERS, OBSTACLES, AND MINES

Employment of barrier, obstacle, and mine warfare can, in concert with other capabilities, enhance a commander's ability to mass combat power, sustain the force, conduct offensive or defensive operations, achieve surprise, and use key terrain, airfields, or sea routes. A JFC must consider both friendly and enemy employment of these capabilities in preparing plans and conducting operations. JFCs should be familiar with the **advantages** and **disadvantages** of this type of warfare as well as its **levels** and **principles of employment.**

## 25. EMPLOY FIRES

The JFC and component commanders synchronize fires in time, space, and purpose to increase the total effectiveness of the joint force. The JFC organizes forces to accomplish the assigned mission based on the concept of operations. The organization should be sufficiently flexible to meet planned phases of contemplated operations and any development that may require a change in plan. Systems for delivering firepower are limited in number, and there are competing priorities for employing these assets. JFCs must carefully balance resources and requirements over the course of a joint campaign or operation to ensure the appropriate mix of forces and capabilities. JFCs should be familiar with **fires** and their **support,** development of a **concept of fires,** and **employment considerations.**

## 26. PLANNING CONSIDERATIONS

The initial plan establishes the commander's intent, the concept of operations, and the initial tasks for subordinate units. It allows the greatest possible operational and tactical freedom for subordinate leaders and is flexible enough to permit leaders to seize opportunities consistent with the commander's intent. In planning, the JFC should keep in mind the **fundamentals of campaign planning.**

# JOINT FORCE
## EMPLOYMENT

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